

gov.ed.fsa.eai.engine

Class EAIProcessInitQ

```
java.lang.Object
|
+--gov.ed.fsa.eai.engine.EAIProcessInitQ
```

```
public class EAIProcessInitQ
extends java.lang.Object
```

The main method of this class reads a message from a queue, invokes a method to process the message into a ArrayList of strings, then writes the ArrayList to another queue as a series of messages. This is a base class that is intended to be extended by classes that override the transformMessage method.

Constructor Summary

[EAIProcessInitQ\(\)](#)

Method Summary

static void	dispatchThread (boolean bSingleThread, java.lang.String strInitTriggerData, java.util.Properties properties, boolean bMainThread)
static java.lang.String	getEngineName (java.lang.String strInputQueue)
static boolean	getRefresh() Gets the status of the flag to stop all threads.
static boolean	getStopProcessing() Gets the status of the flag to stop all threads.
static java.lang.ThreadGroup	getThreadGroup (java.lang.String strEngine)
static void	main (java.lang.String[] args)
static void	setRefresh (boolean bFlag) Set the flag to stop all threads.

static void	setStopProcessing()
Set the flag to stop all threads.	

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

EAIProcessInitQ

public [**EAIProcessInitQ\(\)**](#)

Method Detail

main

public static void [**main\(java.lang.String\[\] args\)**](#)

setStopProcessing

public static void [**setStopProcessing\(\)**](#)

Set the flag to stop all threads.

getStopProcessing

public static boolean [**getStopProcessing\(\)**](#)

Gets the status of the flag to stop all threads.

Returns:

setRefresh

public static void [**setRefresh\(boolean bFlag\)**](#)

Set the flag to stop all threads.

getRefresh

```
public static boolean getRefresh()
```

Gets the status of the flag to stop all threads.

Returns:

getThreadGroup

```
public static java.lang.ThreadGroup getThreadGroup(java.lang.String strEngine)
```

dispatchThread

```
public static void dispatchThread(boolean bSingleThread,  
                               java.lang.String strInitTriggerData,  
                               java.util.Properties properties,  
                               boolean bMainThread)
```

getEngineName

```
public static java.lang.String getEngineName(java.lang.String strInputQueue)
```

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